

SYSTEM AND METHOD FOR RETRIEIVING PLAYER ATTENDANCE INFORMATION IN A GAMING SYSTEM

ABSTRACT OF THE DISCLOSURE

A remote system and method retrieves player attendance information in a gaming system. A remote system for use with the gaming system, the gaming system having at least one gaming machine playable by a player and having gaming machine information associated with the at least one gaming machine. A host computer is coupled to the at least one gaming machine by a network. The host computer includes a database for maintaining the player attendance information. The remote system includes a remote device for receiving identification information input by a user, and a remote network interface coupled to the remote device for receiving the identification information from the remote device. The remote network interface sends gaming machine information from the gaming machine to the database for storing the gaming machine information as a function of the identification information, and returns the player attendance information to the remote device.